

Contract Rummy (the rules we use)

Aces may be low or high: but may not be both at the same time. Jokers are wild.

For the first three rounds everyone gets ten cards.
In the last four rounds everyone gets twelve.



Jokers - one less than the number of players

You can use more than one Joker in a set or sequence.

If a player has played a Joker in a sequence, and another player has the card it represents, they may (at their turn) replace it with that card and take the Joker.

The Joker thus collected must be played immediately.

In each round you must start melding with a specified pattern of cards and no more.

10 cards

1. Two groups of three and no more (like 3,3,3 and 8,8,8).
▶ Remainder have to be laid off or used for further melds in subsequent turns.
2. One group of three and one group of four (like 5,5,5 and k,k,k,k)
3. Two sequences of four in a suit (like 2,3,4,5 ♥ and 10,J,Q,K ♦). Sequences using the same suit may not be contiguous: there must be a gap (*house rule ~ overlaps not allowed*).
(gap like 2,3,4,5 ♥ and 7,8,9,10 ♥)

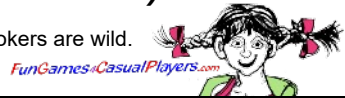
12 cards

4. Three groups of three.
5. Two groups of three and one sequence of four
6. One group of three and two sequences of four
7. Two sequences of four and one sequence of five cards (13 altogether).
All cards must be melded at once, with no discard. "May I" is not permitted this round.

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Play ...

- Must draw one card from either the discard pile or from the deck.
- May lay down cards (meld): the type of group or sequence is determined by what round it is.
- If you don't have the cards to put down a new group or sequence, but have melded, you may lay off onto something else: anybody's.
- Must discard one card face up: except in round 7.

"May I"

If you do not want to draw the card from the discard pile, another player may ask, "May I". They draw the top discard card, and one card from the deck as a penalty.

If multiple people want the top discarded card the one who is next in play draws it.

When "May I's" are done you continue your turn.

Winning and points

When one player goes out all others get negative points based on the cards in hand.

Two to ten are face value Jack, Queen, King are 10 points Aces and Jokers are 15 points.

If the deck runs out before anyone goes out, everyone gets points against them.

At the end of all seven rounds the person with least points wins.

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